

Code Talkers Engineering

Want to play a game?
Cyber Attack!

Jordan “Cancer” Scott
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CISSP, CySA+, Sec+
Certified SAFe® 5 Scrum Master
M.S. Computer Engineering

Former Presidential Candidate (USA
2020)

Disabled Veteran (Army)

PhD Student (UCCS)

Owner (Code Talkers Eng)

Cyber Solutions Architect (Parsons)

Director of local Infragard Chapter (FBI)

Chapter President of Pikes Peak Roost
(Association of Old Crows)

Gamification

(per wikipedia) is the strategic attempt to enhance systems, services, organizations, and activities by creating similar experiences to those experienced when playing games in order to **motivate** and **engage** users. This is generally accomplished through the application of game-design elements and game principles (dynamics and mechanics) in non-game contexts.

Gamification techniques are intended to **leverage people's natural desires** for socializing, learning, mastery, competition, achievement, status, self-expression, altruism, or closure, or simply their response to the framing of a situation as game or play.

Why?

Average American spends:

+2 hours of TV per day, +2 hours of Video games per day

Check out Reality is Broken

http://www.amazon.com/Reality-Is-Broken-Better-Change/dp/0143120611/ref=sr_1_1?ie=UTF8&qid=1348711116&sr=8-1&keywords=reality+is+broken

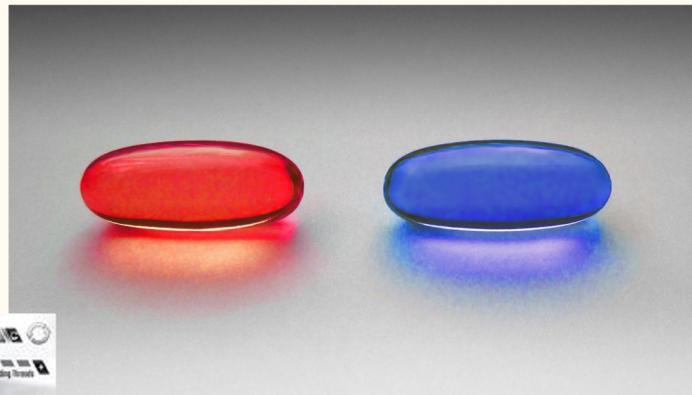
“My #1 goal in life is to see a game designer nominated for a Nobel Peace Prize.”
~Jane McGonigal

NICE CYBER WORKFORCE FRAMEWORK



Types of “Games”

Capture the Flags...



Video games...



Card games...



Teamwork

Or iTeamwork for those more self-centered.

We have to know a lot as a team

We have to keep learning as a team

We have to keep practicing as a team

We have to have fun as a team



Would you like
to play a game?

Volunteers...

We're going to need at least 4 volunteers.

Preferably with a good sense of humor.

No cybersecurity training required.

Not liable for any accidental release of bodily fluids or gases.

Cyber Attack! The Card Game

Inspired from 2 simple but good games...

TableTopics® sets are fun conversation starters for any and every occasion. Our thought-provoking questions have helped millions of people spark engaging, meaningful conversations

Cards Against Humanity is a fill-in-the-blank party game that turns your awkward personality and lackluster social skills into hours of fun!

How to play...

Whoever changed their password last goes first.

People grab some cards.

Attacker selects the top attack and reads the card.

Defenders select their defense and reads their card (top part).

Someone selects the winning defense.

Defender reads the trivia question of the winning defense (bottom part).

Team discusses. Can revoke point for some bull answers.

Rotate and repeat.

Questions?

Digital version? Expansion packs? Crowd source cards? More/less work friendly?

Other games out there you've enjoyed?

<https://www.codetalkerseng.com/home/games>

Contact me...

info@codetalkerseng.com or jordan.scott@parsons.us